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CLAIMS

1. A media player comprising:

a user interface configured to enable a user to interact with the media player to play different types of media; and

a rendering area within the user interface and within which multiple different types of media can be rendered for the user.

2. The media player of claim 1 wherein the media player is configured to render all visual media types that can be rendered by the media player in the rendering area.

3. The media player of claim 1 wherein the different types of media comprise video types, animation types, and skin types.

4. The media player of claim 1 wherein the different types of media comprise video types, animation types, HTML types and skin types.

5. The media player of claim 1 wherein the different types of media comprise video types, animation types, and visualization types that can be presented and generally synchronized with audio media that can be played by the media player.

6. A media player comprising:

a user interface configured to enable a user to interact with the media player to play different types of media, the different types of media comprising video

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1 types, animation types, and visualization types that can be presented and generally
2 synchronized with audio media that can be played by the media player; and

3 a rendering area within the user interface and within which multiple
4 different types of media can be rendered for the user, the media player being
5 configured to render all visual media types that can be rendered by the media
6 player in the rendering area.

7
8 **7.** A media rendering method comprising:

9 providing a media player user interface;

10 providing a rendering area within the user interface; and

11 rendering different media types within the rendering area.

12
13 **8.** The media rendering area of claim 7, wherein said rendering comprises
14 rendering all visual media that can be rendered by the media player in the
15 rendering area.

16
17 **9.** The media rendering area of claim 7, wherein said rendering comprises
18 rendering video types, animation types, and visualization types associated with
19 audio media in the rendering area.

20
21 **10.** The media rendering area of claim 7, wherein said rendering comprises:
22 providing multiple different rendering objects each of which are associated
23 with a different media type; and
24 hosting all of the different rendering objects within the rendering area.
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1 **11.** One or more computer-readable media having computer-readable
2 instructions thereon which, when executed by a computer, cause the computer to
3 implement the method of claim 7.

4
5 **12.** A media player comprising software code that is configured to:
6 provide a rendering area within a media player user interface; and
7 render different media types within the rendering area.

8
9 **13.** The media player of claim 12, wherein the code is configured to render all
10 visual media that can be rendered by the media player in the rendering area.

11
12 **14.** The media player of claim 12, wherein the code is configured to render
13 video types, animation types, and visualization types associated with audio media
14 in the rendering area.

15
16 **15.** The media player of claim 12, wherein the code is configured to:
17 provide multiple different rendering objects each of which are associated
18 with a different media type; and
19 host all of the different rendering objects within the rendering area.

20
21 **16.** An object model comprising:
22 a base rendering object associated with a rendering area in which multiple
23 different media types can be rendered, the rendering area providing at least a
24 portion of a media player user interface that can be viewed by a user; and
25

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multiple different media type rendering objects each of which being associated with a different media type that can be rendered in the rendering area, the different media type rendering objects being configured to render their associated media.

17. The object model of claim 16, wherein the different media type rendering objects comprise a skin rendering object that is configured to render a skin.

18. The object model of claim 16, wherein the different media type rendering objects comprise a video rendering object that is configured to render video.

19. The object model of claim 16, wherein the different media type rendering objects comprise a audio rendering object that is configured to provide a visualization.

20. The object model of claim 19 further comprising one or more effects associated with the audio rendering object, individual effects being configured to render an associated visualization.

21. The object model of claim 16, wherein the different media type rendering objects comprise a animation rendering object that is configured to render animation.

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1 **22.** The object model of claim 16, wherein the different media type rendering
2 objects comprise a HTML rendering object that is configured to render HTML.

3
4 **23.** The object model of claim 16, wherein the different media type rendering
5 objects comprise one or more of: a skin rendering object that is configured to
6 render a skin, a video rendering object that is configured to render video, a audio
7 rendering object that is configured to provide a visualization, a animation
8 rendering object that is configured to render animation, and a HTML rendering
9 object that is configured to render HTML.

10
11 **24.** The object model of claim 16, wherein one or more of the media type
12 rendering objects can host one or more other media type rendering objects.

13
14 **25.** One or more computer-readable media having computer-readable
15 instructions thereon which, when executed by a computer, cause the computer to:

16 provide a base rendering object associated with a rendering area in which
17 multiple different media types can be rendered, the rendering area providing at
18 least a portion of a media player user interface that can be viewed by a user; and

19 provide multiple different media type rendering objects each of which
20 being associated with a different media type that can be rendered in the rendering
21 area, the different media type rendering objects being configured to render their
22 associated media.

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1 **26.** The computer-readable media of claim 25, wherein the multiple different
2 media type rendering objects share common properties.

3
4 **27.** The computer-readable media of claim 25, wherein the instructions further
5 cause the computer to:

6 receive media associated with a media type for rendering in the rendering
7 area;

8 ascertain an associated media type rendering object that is configured to
9 render that media type;

10 call the associated media type rendering object; and

11 instruct the associated media type rendering object to render the received
12 media in the rendering area.

13
14 **28.** The computer-readable media of claim 27, wherein the instructions cause
15 the computer to ascertain the associated media type by calling the base rendering
16 object with the media type, the instructions then causing the base rendering object
17 to call the associated media type rendering object.

18
19 **29.** The computer-readable media of claim 27, wherein the instructions cause
20 the computer to render the media associated with the media type in the rendering
21 area, using the media type rendering object.

22
23 **30.** The computer-readable media of claim 25, wherein the different media
24 types comprise video types.
25

1 **31.** The computer-readable media of claim 25, wherein the different media
2 types comprise animation types.

3
4 **32.** The computer-readable media of claim 25, wherein the different media
5 types comprise HTML types.

6
7 **33.** The computer-readable media of claim 25, wherein the different media
8 types comprise skin types.

9
10 **34.** The computer-readable media of claim 25, wherein the different media
11 types comprise audio types.

12
13 **35.** A media player comprising software code that is configured to:
14 provide a base rendering object associated with a rendering area in which
15 multiple different media types can be rendered, the rendering area providing at
16 least a portion of a media player user interface that can be viewed by a user;
17 provide multiple different media type rendering objects each of which
18 being associated with a different media type that can be rendered in the rendering
19 area, the different media type rendering objects being configured to render their
20 associated media and sharing common properties;
21 receive media associated with a media type for rendering in the rendering
22 area;
23 call the base rendering object with the media type associated with the
24 received media;
25

ascertain, with the base rendering object, an associated media type rendering object that is configured to render that media type;

call the associated media type rendering object with the base rendering object;

instruct the associated media type rendering object to render the received media in the rendering area; and

render the associated media in the rendering area with the media type rendering object.

36. The media player of claim 35, wherein the different media types can comprises one or more of: audio types, video types, animation types, skin types, and HTML types.